

1 **CLAIMS**

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- 3 **1.** A system comprising:
- 4 a source database storing a plurality of highly compressed content pieces;
- 5 and
- 6 a content player, coupled to the source database, including,
- 7 an interface to receive a subset of the plurality of highly compressed
- 8 content pieces from the source database,
- 9 a storage device to store the subset,
- 10 a comparator to compare the subset to content and determine
- 11 whether the content matches any of the plurality of highly compressed
- 12 content pieces in the subset, and
- 13 a resolver to take particular action in response to the comparator
- 14 indicating the content matches one of the plurality of highly compressed
- 15 content pieces in the subset.
- 16
- 17 **2.** A system as recited in claim 1, wherein the comparator is to compare
- 18 the subset to content being played by the content player.
- 19
- 20 **3.** A system as recited in claim 1, wherein the content player is coupled
- 21 to the source database via the Internet.
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1 4. A system as recited in claim 1, wherein the plurality of highly
2 compressed content pieces comprises a plurality of highly compressed audio
3 pieces.

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5 5. A system as recited in claim 1, wherein the plurality of highly
6 compressed content pieces comprises a plurality of highly compressed video
7 pieces.

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9 6. A system as recited in claim 1, wherein the plurality of highly
10 compressed content pieces comprises a plurality of highly compressed audio/video
11 pieces.

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13 7. A system as recited in claim 1, wherein the interface is further to
14 subsequently communicate with the source database, retrieve a new subset of the
15 plurality of highly compressed content pieces from the source database, and
16 replace the subset in the storage device with the new subset.

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18 8. A system as recited in claim 1, further comprising a content source
19 coupled to the content player, and wherein the content player further comprises a
20 compressor to receive content from the content source, generate a highly
21 compressed content piece based on the received content, and add the generated
22 highly compressed content piece to the subset in the storage device.

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1 **9.** A system as recited in claim 1, wherein the storage device is further
2 to store a plurality of licenses identifying content that a user of the content player
3 is authorized to playback, and wherein the particular action comprises the resolver
4 checking whether one of the plurality of licenses corresponds to the content.

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6 **10.** A system as recited in claim 9, wherein each of the plurality of
7 highly compressed content pieces in the subset further indicates whether one of the
8 plurality of licenses is required for playback of the content.

9
10 **11.** A system as recited in claim 1, wherein the storage device is further
11 to store the content.

12
13 **12.** A system as recited in claim 1, further comprising a content source,
14 coupled to the content player, from which the content is received.

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16 **13.** A system as recited in claim 12, wherein the content player receives
17 the content from the content source in its entirety before playback of the content
18 begins.

1 **14.** A system as recited in claim 1, wherein the comparator is to
2 determine whether the content matches any of the plurality of highly compressed
3 content pieces in the subset by comparing a first set of feature values associated
4 with each of the plurality of highly compressed content pieces with a second set of
5 feature values associated with the content, and checking whether at least a
6 threshold number of the first set of feature values is within threshold distance of
7 the second set of feature values.

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9 **15.** A system as recited in claim 14, wherein the first set of feature
10 values and the second set of feature values each comprises a set of audio energy
11 features.

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13 **16.** A system comprising:
14 a memory to store one or more highly compressed content pieces; and
15 a comparator, coupled to the memory, to compare the one or more highly
16 compressed content pieces to content at the system and to determine whether the
17 content matches at least one of the one or more highly compressed content pieces.

18
19 **17.** A system as recited in claim 16, wherein the content at the system
20 comprises content being played by the system.

1 **18.** A system as recited in claim 16, further comprising a resolver,
2 coupled to the comparator, to take a particular action in response to the comparator
3 indicating the content matches one of the plurality of highly compressed content
4 pieces in the subset.

5
6 **19.** A system as recited in claim 18, wherein the particular action
7 comprises checking to see whether the system has a valid license for the content.

8
9 **20.** A system as recited in claim 16, wherein the memory is further to
10 store the content.

11
12 **21.** A system as recited in claim 16, further comprising a playback
13 controller, coupled to the memory, to receive the content from an external source.

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15 **22.** A system as recited in claim 21, wherein the external source
16 comprises a CD.

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18 **23.** A system as recited in claim 16, further comprising an interface,
19 coupled to the memory, to receive the one or more highly compressed content
20 pieces from a compressed content source.

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22 **24.** A system as recited in claim 16, further comprising a compressor,
23 coupled to the memory, to receive content and generate the one or more highly
24 compressed content pieces.

1 **25.** A system as recited in claim 16, wherein the comparator is to
2 determine whether the content matches any of the plurality of highly compressed
3 content pieces in the subset by comparing a first set of feature values associated
4 with each of the plurality of highly compressed content pieces with a second set of
5 feature values associated with the content, and checking whether at least a
6 threshold number of the first set of feature values is within threshold distance of
7 the second set of feature values.

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9 **26.** A system as recited in claim 25, wherein the first set of feature
10 values and the second set of feature values each comprises a set of audio energy
11 features.

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13 **27.** A system as recited in claim 16, wherein the system comprises a
14 portable music player.

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16 **28.** A system as recited in claim 16, wherein each of the one or more
17 highly compressed content pieces further indicates whether a license is required
18 for playback of the corresponding content.

19
20 **29.** A method comprising:
21 comparing a portion of media content to a set of one or more highly
22 compressed pieces of content;
23 determining whether the portion of media content matches any of the set of
24 highly compressed pieces; and
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1 taking a programmed action if the portion of media content matches any of
2 the set of highly compressed pieces.

3
4 **30.** A method as recited in claim 29, wherein the portion of media
5 content comprises a song.

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7 **31.** A method as recited in claim 29, wherein the portion of media
8 content comprises a video clip.

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10 **32.** A method as recited in claim 29, further comprising performing the
11 comparing while the portion of media content is being played.

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13 **33.** A method as recited in claim 29, further comprising performing the
14 comparing while the portion of media content is being downloaded from a content
15 source.

16
17 **34.** A method as recited in claim 29, further comprising receiving the set
18 of highly compressed pieces from a highly compressed content piece source.

19
20 **35.** A method as recited in claim 34, further comprising subsequently
21 receiving a new set of highly compressed pieces from the highly compressed
22 content piece source, and replacing the set with the new subset.

23
24 **36.** A method as recited in claim 29, further comprising:
25 receiving content from a content source;

1 generating a highly compressed piece based on the received content; and
2 adding the generated highly compressed piece to the set of highly
3 compressed pieces.

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5 **37.** A method as recited in claim 29, wherein the programmed action
6 comprises checking whether one of a plurality of licenses maintained at a content
7 player performing the comparing corresponds to the portion of media content.

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9 **38.** A method as recited in claim 29, wherein the determining
10 comprises:

11 comparing a first set of feature values associated with each of the plurality
12 of highly compressed pieces with a second set of feature values associated with
13 the portion of media content; and

14 checking whether at least a threshold number of the first set of feature
15 values is within threshold distance of the second set of feature values.

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17 **39.** A method as recited in claim 38, wherein the first set of feature
18 values and the second set of feature values each comprises a set of audio energy
19 features.

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21 **40.** One or more computer-readable memories containing a computer
22 program that is executable by a processor to perform a method comprising:

23 comparing a portion of media content to a set of one or more highly
24 compressed pieces of content;

1 determining whether the portion of media content matches any of the set of
2 highly compressed pieces; and

3 taking a programmed action if the portion of media content matches any of
4 the set of highly compressed pieces.

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6 **41.** A system comprising:
7 means for storing a set of highly compressed content pieces;
8 means for determining whether the portion of media content matches any of
9 the set of highly compressed content pieces; and
10 means for taking a particular action if the portion of media content matches
11 any of the set of highly compressed content pieces.

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13 **42.** A system as recited in claim 41, further comprising means for
14 receiving an update set of highly compressed content pieces and replacing the set
15 of highly compressed content pieces with the update set of highly compressed
16 content pieces.

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18 **43.** A system as recited in claim 41, further comprising means for
19 receiving the set of highly compressed content pieces.

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21 **44.** A system as recited in claim 41, further comprising means for
22 generating the set of highly compressed content pieces.

1 **45.** A system as recited in claim 41, wherein the means for storing is
2 further for storing the portion of media content.

3
4 **46.** One or more computer-readable media having stored thereon a
5 plurality of instructions that, when executed by one or more processors of a
6 computer, causes the one or more processors to perform acts including:

7 checking whether a portion of media content matches a piece of highly
8 compressed content, wherein the piece of highly compressed content cannot be
9 played back to a user in an intelligible form;

10 allowing the portion of media content to be played back if the portion of
11 media content does not match the piece of highly compressed content; and

12 taking a particular action if the portion of media content does match the
13 piece of highly compressed content.

14
15 **47.** One or more computer-readable media as recited in claim 46,
16 wherein the portion of media content includes one or more of audio content and
17 video content.

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19 **48.** One or more computer-readable media as recited in claim 46,
20 wherein the plurality of instructions further cause the one or more processors to
21 perform acts including receiving the piece of highly compressed content from a
22 highly compressed content source.

1 **49.** One or more computer-readable media as recited in claim 48,
2 wherein the plurality of instructions further cause the one or more processors to
3 perform acts including subsequently receiving a new piece of highly compressed
4 content from the highly compressed content source, and replacing the piece with
5 the new piece.

6
7 **50.** One or more computer-readable media as recited in claim 46,
8 wherein the plurality of instructions further cause the one or more processors to
9 perform acts including:

10 receiving content from a content source; and
11 generating the piece of highly compressed content based on the received
12 content.

13
14 **51.** One or more computer-readable media as recited in claim 46,
15 wherein the checking comprises:

16 comparing a first set of feature values associated with the piece of highly
17 compressed content with a second set of feature values associated with the portion
18 of media content; and

19 checking whether at least a threshold number of the first set of feature
20 values is within threshold distance of the second set of feature values.

21
22 **52.** One or more computer-readable media as recited in claim 51,
23 wherein the first set of feature values and the second set of feature values each
24 comprises a set of audio energy features.

1 **53.** One or more computer-readable media having stored thereon a
2 plurality of instructions that, when executed by one or more processors of a
3 computer, causes the one or more processors to perform acts including:

4 receiving a portion of media content; and

5 generating a highly compressed content piece based on the portion of media
6 content, wherein the piece of highly compressed content cannot be played back to
7 a user in an intelligible form but can be compared to the portion of media content
8 for equality with a high degree of accuracy.

9
10 **54.** One or more computer-readable media as recited in claim 53,
11 wherein the generating comprises extracting a plurality of features from the media
12 content and selecting groups of the extracted features as the highly compressed
13 piece of content.

14
15 **55.** One or more computer-readable media as recited in claim 54,
16 wherein the plurality of features comprise a plurality of energy features.

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18 **56.** One or more computer-readable media as recited in claim 53,
19 wherein the plurality of instructions further cause the one or more processors to
20 perform acts including communicating the highly compressed content piece to a
21 content player.

1 57. One or more computer-readable media as recited in claim 53,
2 wherein the plurality of instructions further cause the one or more processors to
3 perform acts including saving the highly compressed content piece in a local
4 storage device of a content player for subsequent comparisons to media content to
5 be played back at the content player.

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